

In the present Office Action, the Examiner has rejected Claims 1-5 under 35 U.S.C. § 102(b) as anticipated over the MacDraw Pro User's Guide published by Claris Corporation (*Claris*). In addition, the Examiner has rejected Claims 6-9 under 35 U.S.C. § 102(b) as anticipated by Macintosh MacPaint published by Apple Computer, Inc. (*Apple*). Those rejections are respectfully traversed and reconsideration of the claims is hereby requested. The teaching of both *Claris* and *Apple* is exemplified by pages 3-20 and 3-21 of *Claris*, which illustrate the use of a single graphical pointer to reposition one or multiple graphical objects within a graphical user interface. Neither reference teaches or suggests the use of multiple graphical pointers within a graphical user interface.

With respect to the Examiner's rejection of Claim 1, Applicant believes that *Claris* cannot be said to anticipate the present invention because the cited reference fails to identically disclose each element recited in Claim 1. In particular, Application believes that *Claris* does not identically disclose the step of "displaying a plurality of graphical pointers within said display device." As described within the present specification at page 6, lines 11-18, a "graphical pointer" is a moveable feature of a graphical user interface that a user may position utilizing a graphical pointing device, such as a mouse. The graphical pointer visually identifies the point within the graphical user interface that will be selected in response to the depression of a button, associated with the graphical pointing device. As is evidenced by the enclosed page of Microsoft Press Computer Dictionary, Second Edition, Applicant has utilized the term "graphical pointer" in accordance with its ordinary and natural meaning to one of ordinary skill in the art. The term "graphical pointer" is further distinguished from the term "graphical object" at pages 3-20 and 3-21 of *Claris*, which clearly indicate that a graphical pointer, but not a graphical object, may be utilized to select points or objects within a graphical user interface. Thus, Applicant is not merely reciting the display of a plurality of graphical objects within a display device, as is taught by *Claris* and *Apple*, but is instead disclosing a novel and unobvious method and system of selecting points within a display device of a data processing system. Because neither of the cited references

teaches or suggests the displaying step recited in Claim 1, Applicant believes that the Examiner's rejection of Claim 1 is not well founded and respectfully requests withdrawal of that rejection.

Because neither of the cited references teaches or suggests the step of displaying a plurality of graphical pointers within a display device, Applicant further believes that neither reference can be said to teach or suggest the step of "temporarily selecting one graphical pointer among said plurality of graphical pointers," as is recited in Claim 1. Therefore, Applicant believes that the Examiner's rejection of Claim 1 is overcome.


Moreover, Applicant believes that neither *Claris* nor *Apple* taken alone or together can be said to show or suggest the present invention. As described within the present specification at page 3, line 14 *et seq.*, in graphical user interfaces that are large or complex, the time required to traverse the display with a single graphical pointer can lead to inefficiency. In recognition of this problem in the prior art, the present invention provides a graphical user interface enhancement that permits multiple graphical pointers to be utilized within a single display in conjunction with a single graphical pointing device. In contrast to the present invention, *Claris* and *Apple* merely disclose that which was known in the prior art, namely, a single graphical pointer controlled by a single graphical pointing device. Because neither of the cited references recognizes the problem addressed by the present invention or includes any showing or suggestion of the inclusion of a plurality of graphical pointers within a graphical user interface, Applicant believes that the present invention is not rendered obvious by *Claris* or *Apple*.

The foregoing comments made with respect to Claim 1 are also made applicable to Claims 2-5, which depend from Claim 1 and therefore necessarily include all of the features of the base claim. In addition, the foregoing comments made with respect to Claim 1 are also believed to overcome the Examiner's rejection of Claims 6-9 as anticipated by *Apple*.

In conclusion, Applicant believes that the present invention is not anticipated by either *Claris* or *Apple* because neither of the cited references identically discloses the inclusion of a plurality of graphical pointers within a graphical user interface. In addition, Applicant believes that the present invention is not shown or suggested by *Claris* or *Apple*, taken alone or in combination. Having responded to each of the Examiner's rejections under 35 U.S.C. § 102(b) Applicant believes that Claims 1-9 and newly entered Claims 10-14 are in condition for allowance and respectfully requests such allowance.

No additional fee is believed to be required; however, in the event any additional fees are required, please charge Deposit Account No. 09-0447. No extension of time is believed to be necessary. However, in the event an extension of time is required, that extension of time is hereby requested. Please charge any fee associated with an extension of time to Deposit Account No. 09-0447.

Respectfully submitted,



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fabricate. P-channel MOS is used in such devices as electronic calculators.

PMS See Pantone Matching System.

PNP transistor A type of transistor in which a base of N-type material is sandwiched between an emitter and a collector of P-type material. See the illustration. The base, emitter, and collector are the three terminals of the transistor through which current flows. In a PNP transistor, holes (electron "vacancies") are the majority of the charge carriers, and these holes flow from the emitter to the collector. *Compare* NPN transistor.

point As a noun, referring to printed output, a typographical unit of measure equal to approximately $\frac{1}{72}$ inch, often used to indicate character height and the amount of space (leading) between lines of text. In programming and video graphics, a point can be either a single pixel on the screen (as in the all-points-addressable mode on IBM computers) or a location in a geometric form (as in a point on a line or a point in a circle).

As a verb, to move an arrow or other such indicator to a particular item or position on the screen by using direction keys or by maneuvering a pointing device such as a mouse.

point chart See scatter diagram.

point diagram See scatter diagram.

pointer In graphics-based environments, an on-screen symbol, such as an arrowhead, that is controlled by a mouse or other input device and is used as a means of indicating (and selecting) locations or choices on the screen.

In programming and information processing, a variable that contains the memory location (address) of some data rather than the data itself. This allows the memory for that data to be dynamically allocated (and deallocated). *See also* allocate, deallocate, dereference, handle.

pointing device An input device used to control an on-screen cursor for such actions as "pressing" on-screen buttons in dialog boxes, choosing menu items, and selecting ranges of cells in spreadsheets or groups of words in a document. A pointing device is also often used to create drawings or graphical shapes. The most common pointing device is the mouse, which was popularized by its central role in the design of the Apple Macintosh. Other pointing devices include the graphics tablet, the stylus, the light pen, the joystick, the puck, and the trackball. *See also* graphics tablet, joystick, light pen, mouse, puck, stylus, trackball.

point of sale See POS.

point-to-point configuration A communications link in which two stations are directly joined.

Poisson distribution A mathematical curve used in statistics, named after the French mathematician S. D. Poisson, used to approximate the distribution and probability of various kinds of events. In certain cases the curve approximates the normal and binomial distributions, and the Poisson distribution is often used instead of these distributions for ease of calculation. Poisson distributions are used in communications and other areas

